

# andromeda conquest



**microcomputer games®**

**A DIVISION OF THE AVALON HILL GAME COMPANY**

ANDROMEDA CONQUEST IS AVALON HILL'S TRADEMARK NAME FOR ITS COMPUTER GAME OF GALACTIC COLONIZING AND CONQUEST





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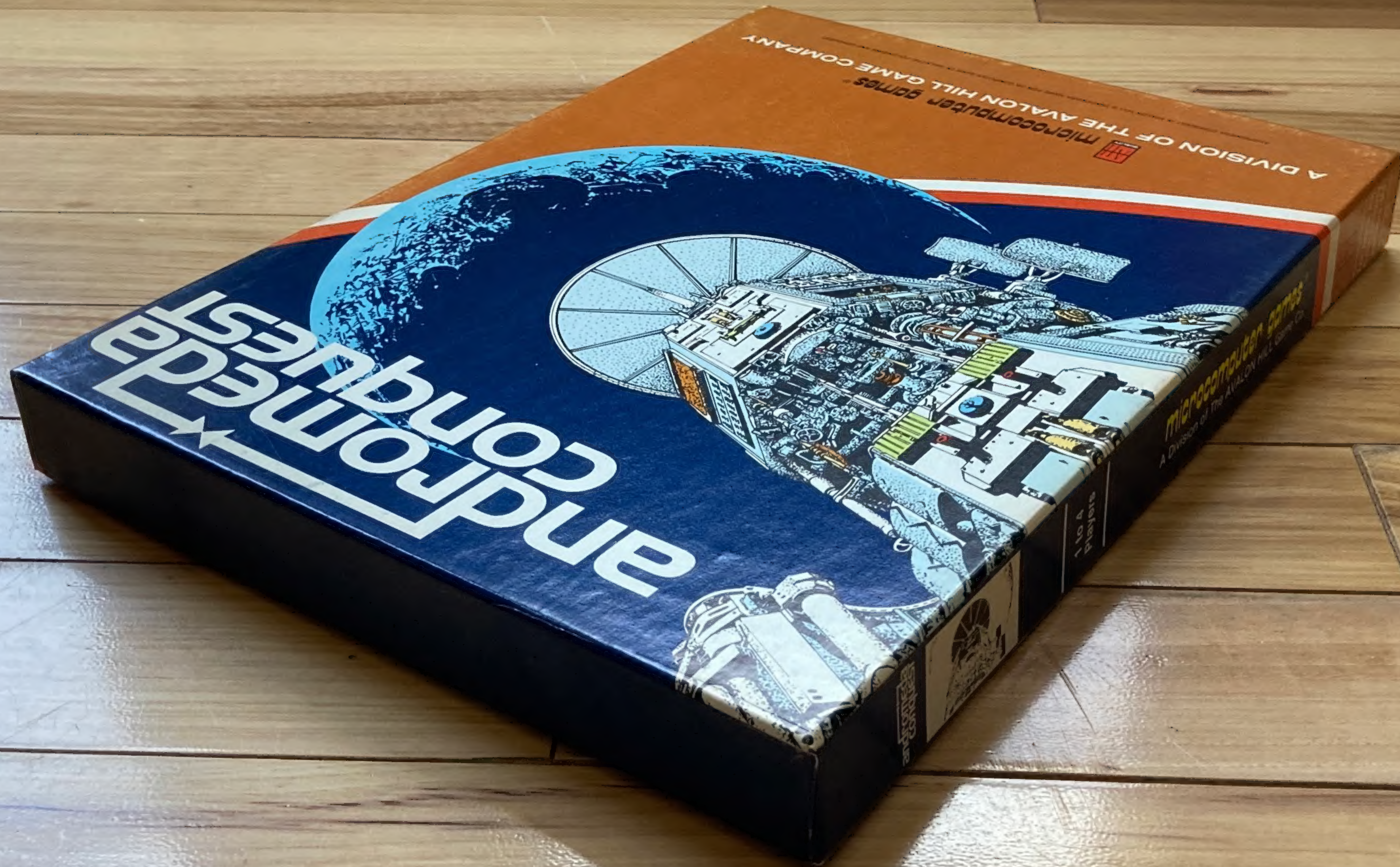


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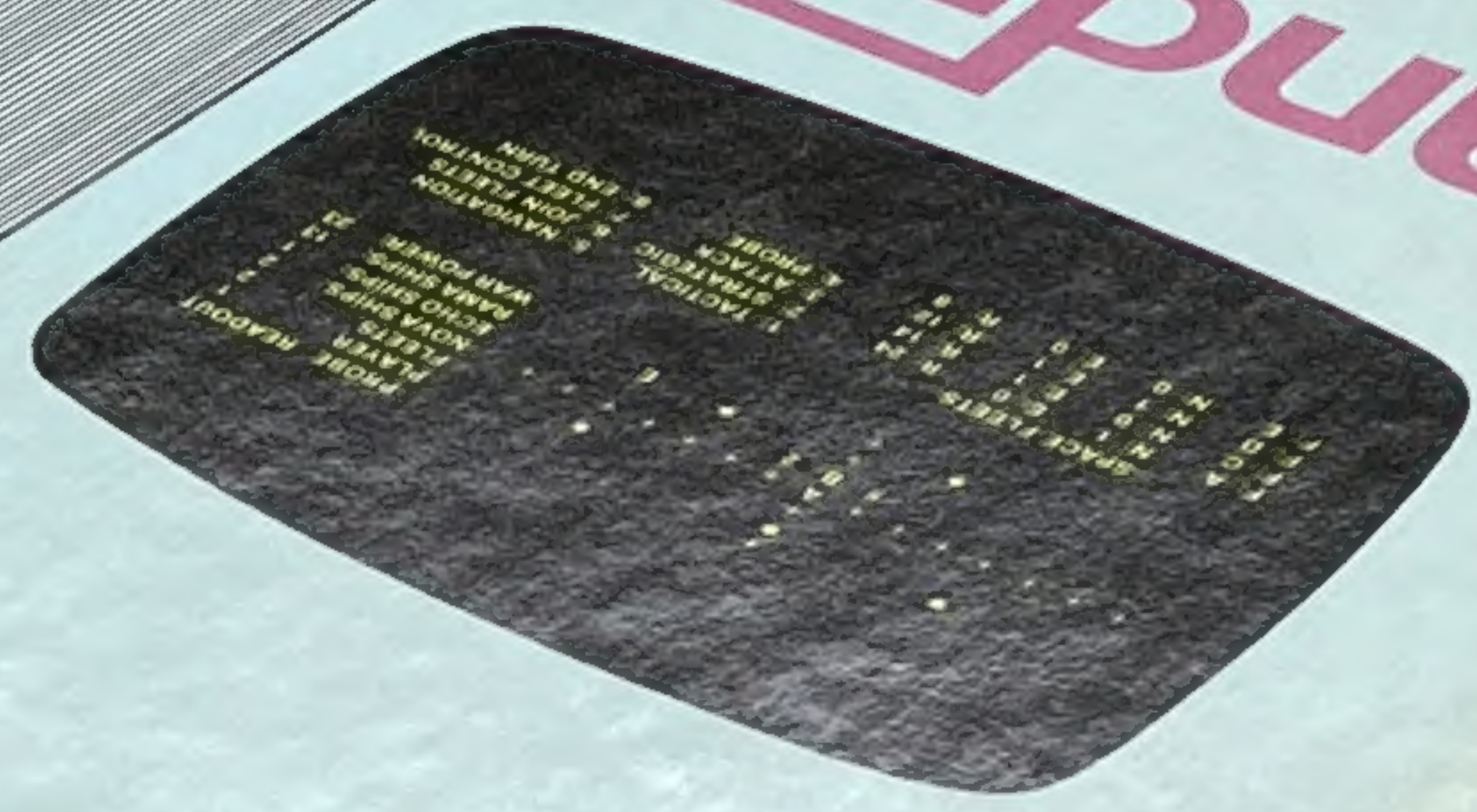
The Avalon Hill  
Game Company  
Baltimore, Md.







# Andromeda Conquest



**Armoured space troopers** moved quickly from building to building, fighting through the flames of the devastated city and shattering the resistance of the planet's defenders. The city, still a few days from total annihilation, was a scene of chaos and confusion. The invaders, who had been seen in the city, were now everywhere. The city's defenses were overwhelmed, and the invaders were now in control of the city. The city's defenses were overwhelmed, and the invaders were now in control of the city.

**Andromeda Conquest** is a new game for the Apple II. It is a strategy game that allows you to control the fate of the planet. You will be able to build a fleet of ships, train troops, and conquer the planet. The game is set in a futuristic world where the forces of good are fighting against the forces of evil. You will be able to see the progress of the war as it unfolds, and you will be able to see the final outcome of the war.

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**Andromeda Conquest**  
Apple II Diskette, 48K  
A Division of the Atkinson Hill Game Co.





# andromeda conquest

Armoured space troopers moved quickly from building to shattered building. Through the flames and billowing smoke of the devastated city small combat airships swooped, seeking out remnants of resistance. Huge metal and plassteel crawlers stalked through the remains of the city, turrets rotating, occasionally firing a burst of anti-personnel weaponry at some unseen opponent. In a few spots some small fighting still went on, but the outcome had been certain since that morning, when the defensive shields finally yielded to fleet bombardment.

Half-way around the planet, at invasion headquarters, a communications officer moved quietly towards a violet scaled humanoid watching a video screen and saluted.

"Your Grace, all task forces have reported in. Jhodieith has fallen. All resistance will be suppressed by nightfall."

The Admiral was quiet for a while, watching the death throes of the last holdout of the native race and the final step in the planetary conquest.

"Inform the Sauroidi. Admiralty. We will leave the planet to the colonists within the week." He did not even turn his head.

Quite a while later, in a room parsecs from the conquered planet, another sauroidi gazed out across the dark room. Tiny lights shone on and within a huge translucent sphere in the center of the room in a seemingly random array. The lights were several different colors, and some of them blinked furiously. As the creature watched, one of the flashing red lights went dark for a second, then came back on as a steady purple. His Supreme Omnipotence, the Emperor of the Sauroidi, turned and left the room, smiling to himself.

**Andromeda Conquest** allows from one to four players to vie for control of the Andromedan Galaxy. In multi-player games, which are especially recommended, alliances and diplomacy among players can become an important consideration as each player strives to conquer the most star systems.

**Playing Time:** 1-5 hours or more

**Andromeda Conquest** is ready to run on your Apple® II or II+ with DOS 3.3 (Disk II), 48K Memory and Applesoft® in ROM.

\* Registered Trademark of Apple Corp.

This game is also available for other microcomputer systems

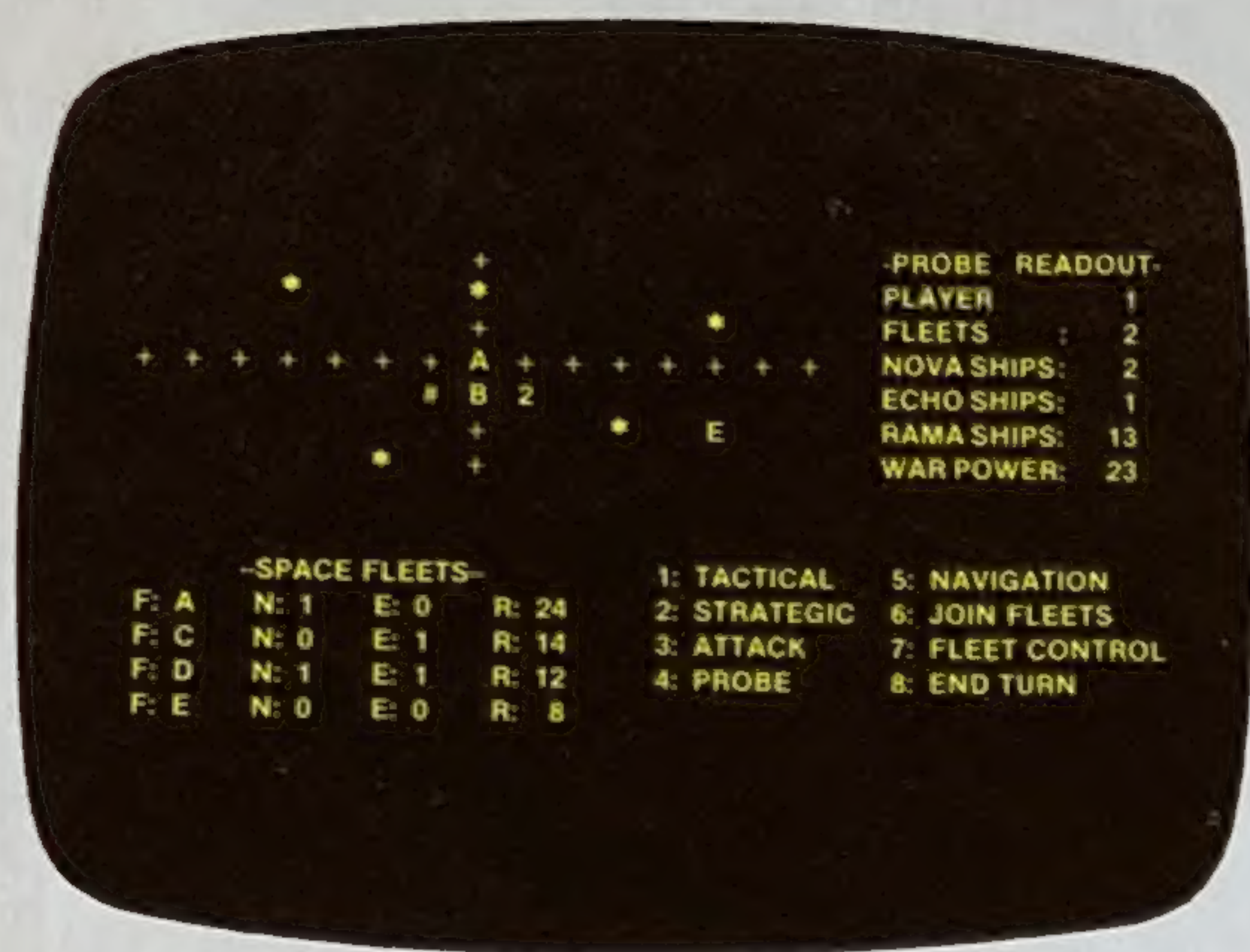


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PLEASE LIFT TRAY

andromeda  
conquest

4205202

Apple II® Diskette, 48K



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PLEASE LIFT TRAY

andromeda  
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Apple II® Diskette, 48K



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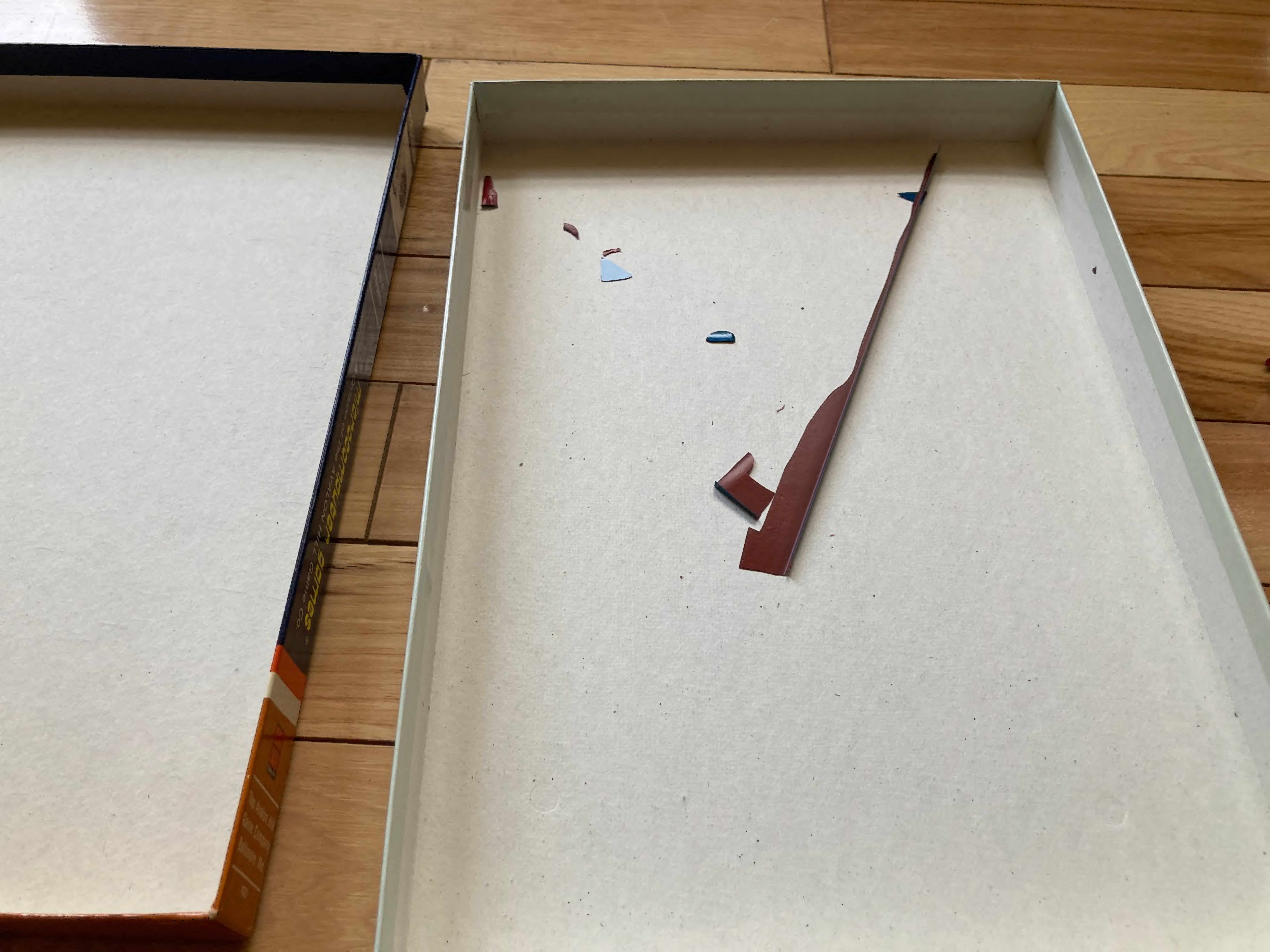
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1 to 4  
Players









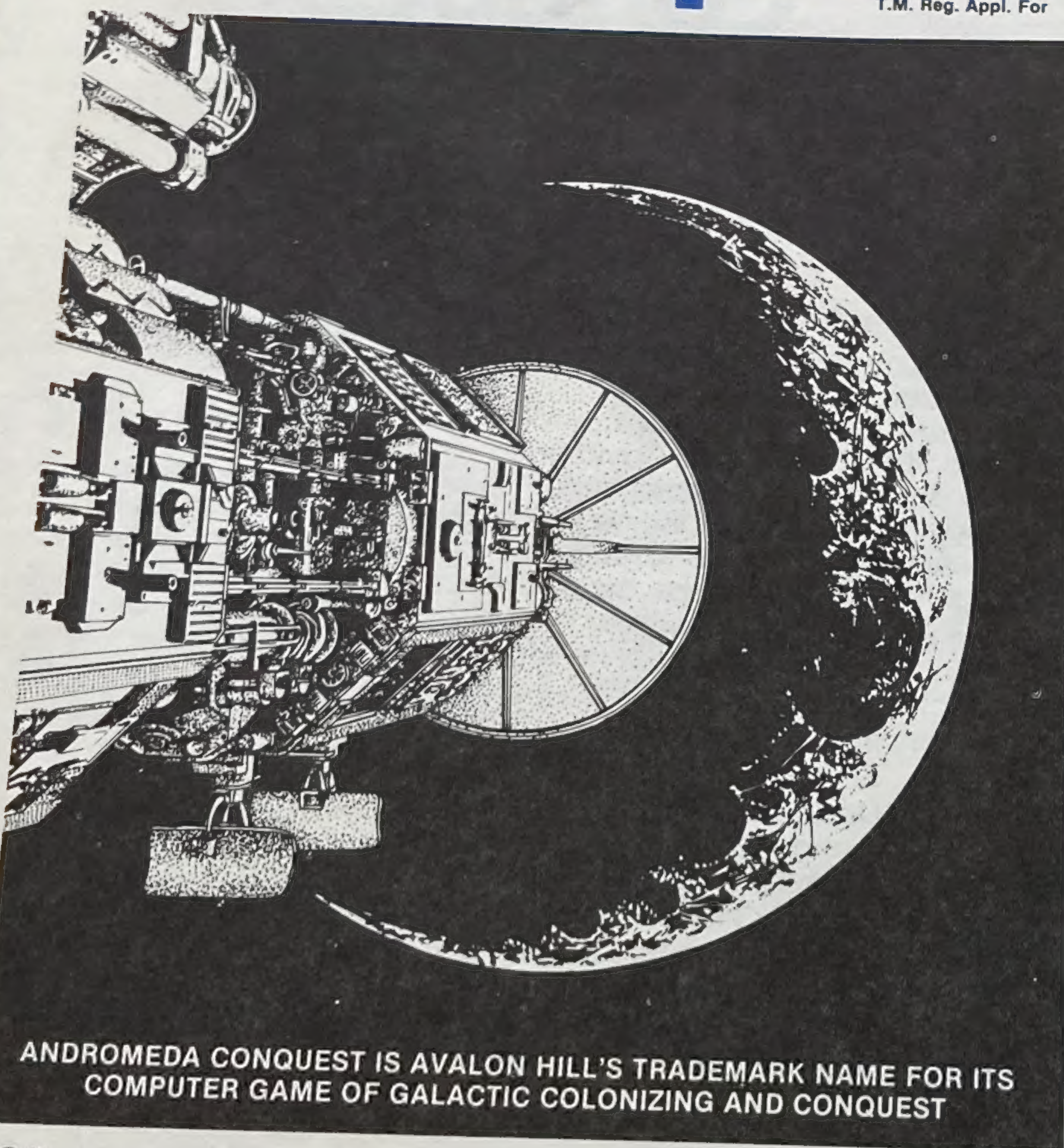






# andromeda CONQUEST

T.M. Reg. Appl. For



ANDROMEDA CONQUEST IS AVALON HILL'S TRADEMARK NAME FOR ITS  
COMPUTER GAME OF GALACTIC COLONIZING AND CONQUEST

## FOR:

TRS-80®, Level II 16K Cassette; 32K Disk  
PET®, 16K Cassette  
APPLE II®, Applesoft® BASIC, 16K beyond BASIC (Cassette); 48K Disk  
ATARI® 400 or 800, 32K; 40K Disk  
IBM® Personal Computer, 48K Disk with BASICA

May 1, 1982

Prices subject to change without notice

NUMBERED CIRCLES REPRESENT STRATEGY GAME COMPLEXITY ON A SCALE OF 1 TO 10.

## The Avalon Hill Games/Parts Price List

**THIS IS** a complete listing of all current games and their parts listed in group classifications. Parts which are shaded do not come with the game, but are variants and/or accessories to the game. Discontinued Avalon Hill games are listed on the last pages of this booklet.

**HOW TO ORDER:** Using the enclosed postage-paid Order Envelope, list the specific item(s) and price(s) in the spaces provided. If you are ordering an entire game, ignore the costs of the parts. If you do not have an Order Envelope, a blank piece of paper will suffice. In each case, please add up your order for a total cost figure. (Please: no questions should be written on orders to be processed.) No merchandise can be shipped on a C.O.D. basis, so you must pay in one of the following ways:

a) **CREDIT CARD:** give us your credit card number, expiration date, and name of the cardholder, for **AMERICAN EXPRESS, MASTER CARD, VISA, or CHOICE.** No other credit cards are accepted. The order envelope provides spaces for you to write in this information.

b) **TOLL FREE PHONE:** Avalon Hill will accept charges against the above four credit cards on a phone-in order. This call is **FREE.** Call: 1-800-638-9292, Operator #1. This **TOLL FREE** number is provided for your **credit card purchases only.** We are sorry, but our operators cannot supply you with other information.

c) **CHECK OR MONEY ORDER:** USA residents: please send us a check or money order for the total amount plus 10% postage. For example, if your total order comes to \$6.25, your postage would be \$.63, so your payment would be \$6.88 total. See postage charges printed elsewhere on this form for foreign postage costs. Do not send cash money; we cannot be responsible for loss of cash in transit. Please retain your canceled check or money order stub until your order has been received.

**FILL OUT ORDER ENVELOPE:** Be sure to include your name and shipping address, including apartment number and zip code in all appropriate places. Use an indelible ball-point pen.

**HOW WE SHIP:** We normally ship within 4-7 days of receipt of your order, however this will vary depending upon the time and season of the year. United Parcel Service (UPS) will be used whenever possible, so be sure someone is home to sign for your package, otherwise request your order by Parcel Post (PP). Third Class Mail is used on all packages less than one pound. APO, FPO, and P.O. Box Addresses will be sent by Parcel Post. If you should have a preference for one method of shipment, please state this on your order. Be sure to add proper postage charges shown on the Postage

Chart to your payment (such charges are added automatically to credit card purchases).

**IN A RUSH?** We can cut the red tape and have your credit card purchase on a **SPECIAL** basis with minimal delay. This **IN HOUSE** service will add \$1.00 extra and guarantees that your order will be given priority. Simply ask for our "**SPECIAL SERVICE**". For an even faster service, we can ship by **AIR MAIL.** These additional charges will be added to your charge slip. Ask for "**SPECIAL MAIL SERVICE**".

## COMPLETE GAME CATALOG

### CHANGING YOUR ADDRESS?

If you are moving in the period for which you have ordered this merchandise, please specify an alternate mailing address as we often have several delayed shipments when it is temporarily out of stock.

### WE WILL PHOTOSTAT OUT OF PRINT

**MAGAZINE ARTICLES:** Specify item(s) on a separate sheet or order envelope, include a \$5.00 minimum per photostat. Postage rates apply. "The Avalon Hill Game Company Index" will assist you in finding what has been available in the past.

**POSTAGE COUPONS:** Subscribers to *Game* and *All-Star Replay* receive **FREE** in mail a postage coupon good for \$1.00 toward any purchase required with every mail order for game only.

### THE ELITE CLUB:

The Elite Club Membership is available to you when you make a purchase of six (6) different AH games. When you receive your games you will receive a discount tab full of coupons. These coupons are worth \$1.00 off the purchase of future games you buy from Avalon Hill of your life. The Elite Club is an investment in the future of gaming.





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PRESENT STRATEGY GAME COMPLEXITY ON A SCALE OF 1 TO 10.

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MAIL SERVICE**".

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temporarily out of stock.

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MAGAZINE ARTICLES:** Specify item(s) on separate  
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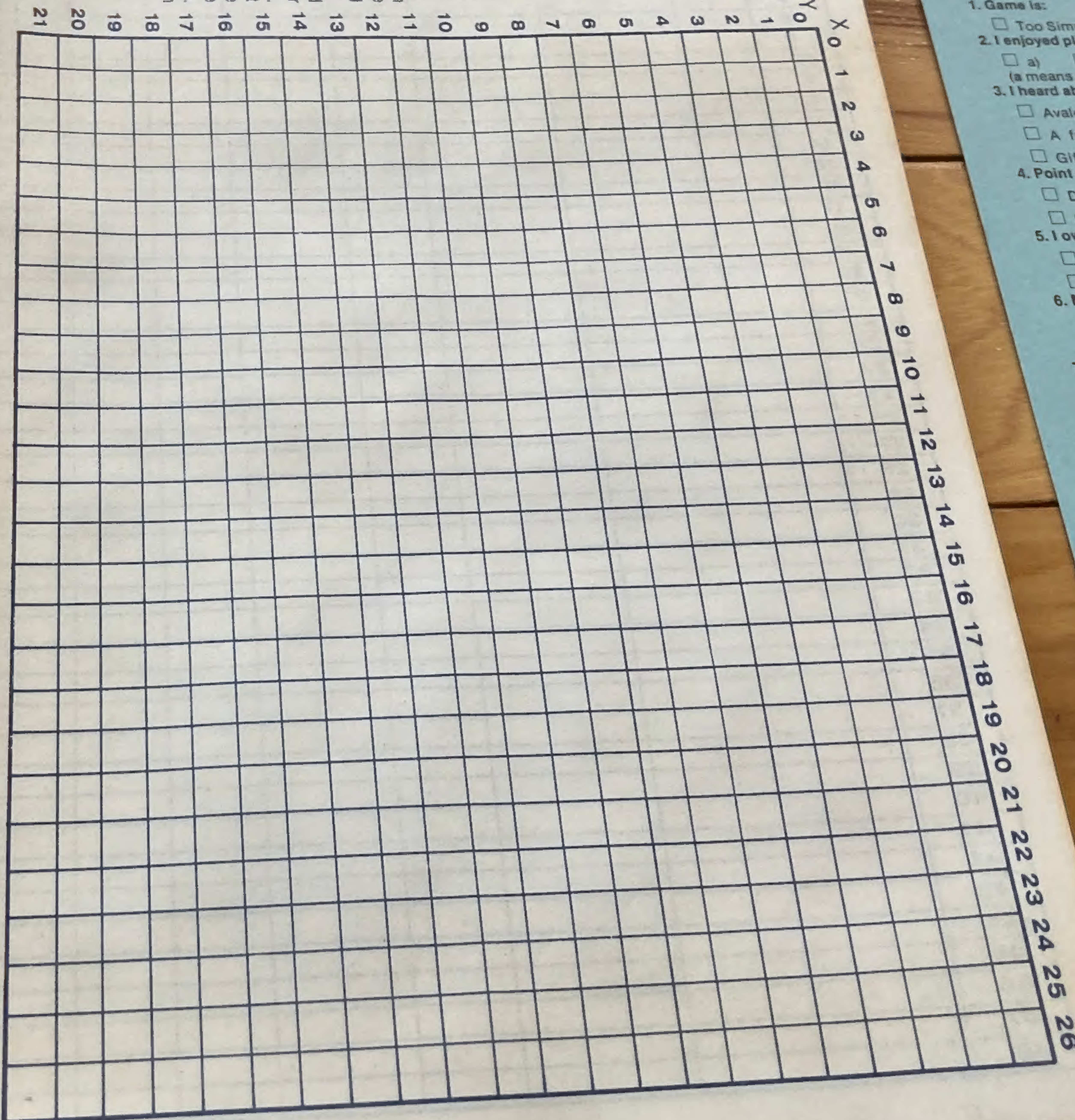


4200103

**andromeda**  
**conquest**  
**GALACTIC**  
**MAPPING GRID**

• # Uncolonized System  
and I.D. Number  
• # Colonized System  
and I.D. Number

**SUGGESTION:**  
Mark fleet letter notations in  
soft-lead pencil. Update  
movements of fleets during  
each turn.  
Star Systems' locations and  
their respective I.D. Number  
may be recorded in pen.  
However, keep in mind that  
"ownership" of any one  
system is subject to change  
during the course of the game.  
Make "colonization" marks in  
pencil.



Dear Avalon Hill,

I'm sending you this REG CARD from your \_\_\_\_\_  
game. In return I automatically get on your mailing list which  
means I'll get new product info before the general public does.

1. Game is:

☐ Too Simple ☐ Just Right ☐ Too Complicated

2. I enjoyed playing this game

☐ a) ☐ b) ☐ c) ☐ d) ☐ e)

(a means you enjoyed it very much; e means not at all)

3. I heard about the game through: (check all that apply)

☐ Avalon Hill Literature ☐ Magazine Ad ☐ Newspaper Ad

☐ A friend ☐ Store:

☐ Gift ☐ Other:

4. Point of purchase of this game: (check one only)

☐ Direct from Avalon Hill ☐ Computer Store

☐ Mail Order other than AH ☐ Other:

5. I own the following computers: (check all that apply)

☐ TRS-80\* ☐ Apple II\* ☐ PET\* 2001 ☐ Ata

☐ Other:

6. My computer has the following: (check all that apply)

☐ 16K Memory ☐ 32K Memory ☐ 48K Mem

☐ Printer ☐ Disk Drive ☐ Other:

7. I would like to see more computer games: (check a

☐ Historical-Naval ☐ Historical-Air ☐ Hist

☐ Fantasy-Science Fiction ☐ Sports

☐ Other:

8. My favorite computer magazines are:

\*Registered trademarks for Tandy Corp., Apple Co.  
Commodore Business Machines, Inc. and Warner

Name \_\_\_\_\_

Street Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_



# Andromeda

## GALACTIC MAPPING GRID

- # Uncolonized System  
and L.D. Number
- # Colonized System  
and L.D. Number

### SUGGESTION:

• 10 ft. Mark from center of  
each system  
• 10 ft. Mark from center of  
each system  
• 10 ft. Mark from center of  
each system

X 0 1 2 3 4 5 6 7 8 9  
Y 0 1 2 3 4 5 6 7 8 9



ILL GAMECO  
USA © 1982  
Display Copyrighted

SYSTEM	TYPE	LIFE	COORDINATES	YEAR	PLANETS
1					
2					
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4					
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7					
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25					

# andromeda conquest

## GALACTIC MAPPING GRID

• # Uncolonized System and I.D. Number

⊙ # Colonized System and I.D. Number

### SUGGESTION:

Mark fleet letter notations in soft-lead pencil. Update movements of fleets during each turn.

Star Systems' locations and their respective I.D. Number may be recorded in pen. However, keep in mind that "ownership" of any one system is subject to change during the course of the game. Make "colonization" marks in pencil.

X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Y	0																										
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Price List

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cut the red tape and handle  
on a SPECIAL basis, with  
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ask for our "SPECIAL  
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ask for "SPECIAL AIR

\$1.00

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